L Number	Hits	Search Text	DB	Time stamp
1	4127	game\$1 with simulat\$3	USPAT	2003/06/05 12:00
2	1139697	translat\$3 or rotat\$3	USPAT	2003/06/05 12:01
3	2035	(game\$1 with simulat\$3) and (translat\$3 or	USPAT	2003/06/05 12:01
	2000	rotat\$3)	001711	2003/00/03 12:01
4	67358	(concurrent\$2 or simultaneous\$2 or	USPAT	2003/06/05 13:00
1	07330	parallel) near3 process\$3	OSTAT	2003/00/03 13:00
5	142	((game\$1 with simulat\$3) and (translat\$3	USPAT	2003/06/05 12:54
	142	or rotat\$3)) and ((concurrent\$2 or	OSFAI	2003/00/03 12.34
	1	simultaneous\$2 or parallel)near3		
		process\$3)		
6	8	(real adj time) near3 simulat\$3 near3	USPAT	2003/06/05 12:59
'	0	(geometr\$5 or polygon\$2)	USPAI	2003/06/03 12:39
7	1	(real adj time) near3 simulat\$3 near3	USPAT	2002/06/05 12:00
'	1	(translat\$3 or rotat\$3)	USPAT	2003/06/05 13:00
	1824		USPAT	2003/06/05 13 00
8		simulat\$3 near3 (translat\$3 or rotat\$3)		2003/06/05 13:00
ا "	59	(concurrent\$2 or simultaneous\$2 or	USPAT	2003/06/05 13:11
		<pre>parallel)with (simulat\$3 near3 (translat\$3 or rotat\$3))</pre>	1	į
10	1 2 7			0000/05/05 10 10
10	137	(game\$1 with simulat\$3) and (simulat\$3	USPAT	2003/06/05 13:12
11	7	near3 (translat\$3 or rotat\$3))	110000	0000/06/05 14 05
11	<i>'</i>	((concurrent\$2 or simultaneous\$2 or	USPAT	2003/06/05 14:25
		parallel)near3 process\$3) and ((game\$1		
		with simulat\$3) and (simulat\$3 near3		
1,0	0507	(translat\$3 or rotat\$3)))		0000/05/05 1 . 04
12	2527	game near3 simulat\$3	USPAT	2003/06/05 14:26
13	42945	(video or graphic\$3) near3 (process\$3 or	USPAT	2003/06/05 14:28
1,,	0.4	calculat\$3)		0000/05/05
14	24	(game near3 simulat\$3) with ((video or	USPAT	2003/06/05 15:25
		graphic\$3) near3 (process\$3 or	1	
1,5		calculat\$3))		
15	4	5995111.uref.	USPAT	2003/06/05 15:32
16	65	game with coprocessor	USPAT	2003/06/05 16:33
17	107	coprocessor adj bus	USPAT	2003/06/05 16:33
18	910	vector adj processor	USPAT	2003/06/05 16:34
19	11	(coprocessor adj bus) and (vector adj	USPAT	2003/06/05 16:36
	2201	processor)		
20	3391	cpu adj bus	USPAT	2003/06/05 16:37
21	22	(coprocessor adj bus) and (cpu adj bus)	USPAT	2003/06/05 16:50
22	481	rendering adj engine	USPAT	2003/06/05 16:51
23	3286	("16" or sixteen) adj pixel\$1	USPAT	2003/06/05 17:09
24	13	(rendering adj engine) and (("16" or	USPAT	2003/06/05 16:57
0.5		sixteen) adj pixel\$1)		/ /-
25	50	fill\$3 adj frame adj buffer	USPAT	2003/06/05 16:59
26	0	(per adj cycle) with (fill\$3 adj frame adj	USPAT	2003/06/05 17:01
07	_	buffer)	1	
27	5	rate with (fill\$3 adj frame adj buffer)	USPAT	2003/06/05 17:01
28	2	(per adj cycle) with (frame adj buffer)	USPAT	2003/06/05 17:09
29	29	(("16" or sixteen) adj pixel\$1) near3	USPAT	2003/06/05 17:14
	4.7	(rectangle or polygon)		/ /
30	17	((("16" or sixteen) adj pixel\$1) near3	USPAT	2003/06/05 17:13
]]]		(rectangle or polygon)) and cycle		
31	16	pixel\$1 near3 (rectangle or polygon) with	USPAT	2003/06/05 17:15
		cycle\$1		<u> </u>